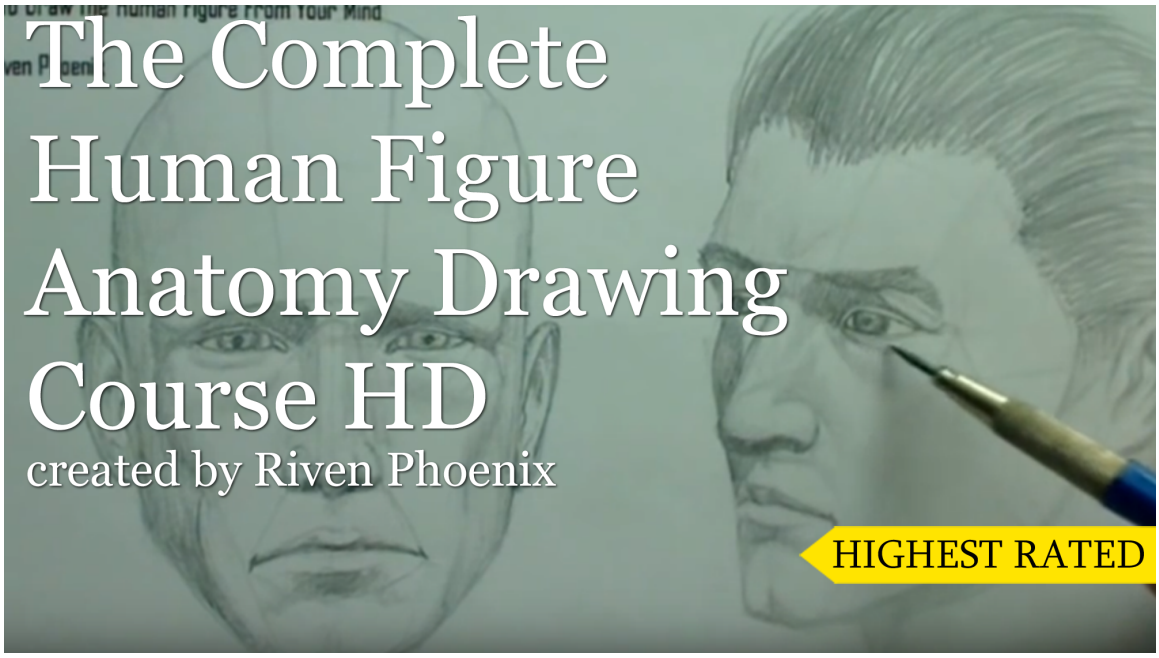


# The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

www.alienthink.com

Figure Drawing Lesson 011 - The Formulas for the Side View of the Human Head - Phase 3

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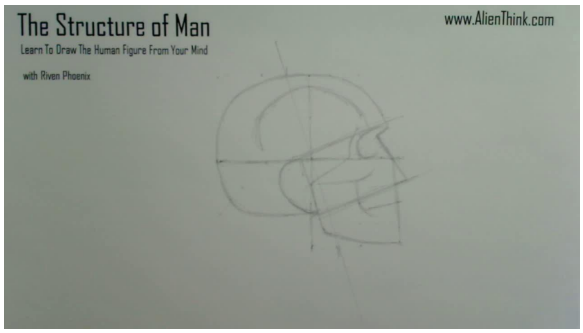
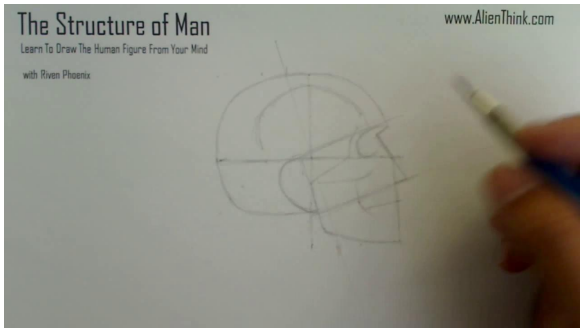
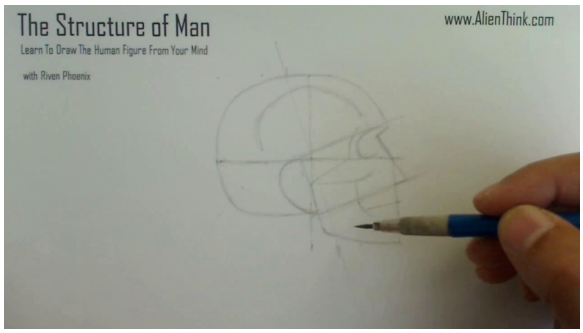
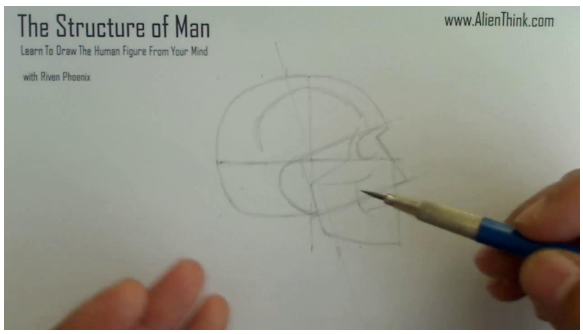
|---|---|---|
| 1 |  | Hey guys, my name is Riven Phoenix and welcome to the Structure of Man, Learn to Draw the Human Figure from your Mind Training Course. |
| 2 |  | Okay, so now in the previous lesson we had looked at how we are beginning to simplify the formulas, |
| 3 |  | meaning that your mind is clever enough that once it understands the basic principle of the formula, |
| 4 |  | that we can start to let go of a lot of things and because it's now beginning to understand the conceptual idea of how the skull is supposed to be designed. |

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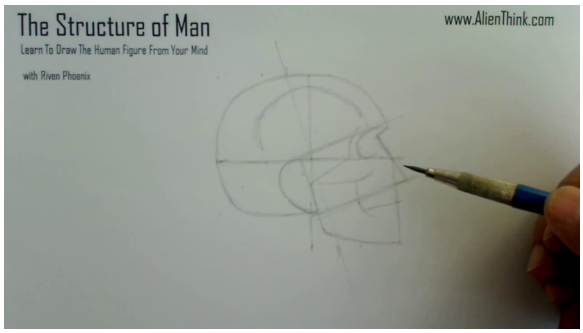
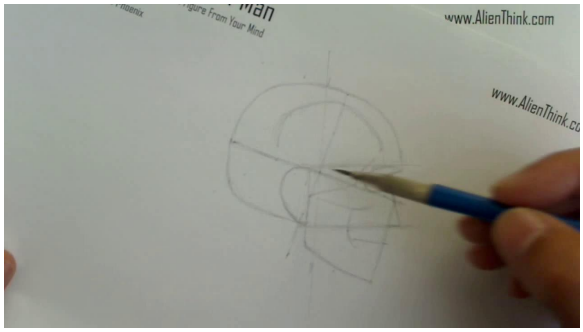
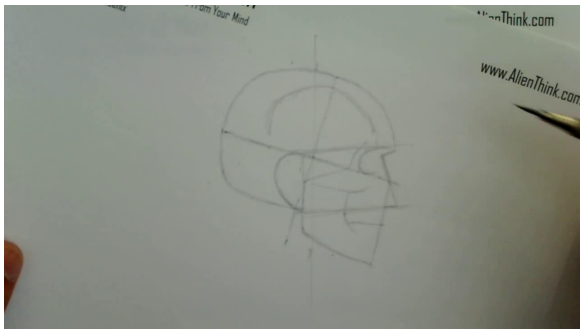
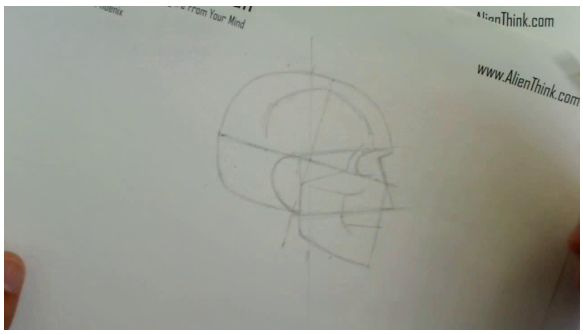
|---|---|---|
| 5 |  | Right, so in the previous lesson we had looked at the ear and these two lines here and knowing that this is when it's sitting on the axis, |
| 6 |  | while the top of the ear and the bottom of the ear matter. Right, so we're building up the information very slowly in these microbursts. |
| 7 |  | So what I want to show you now in this lesson is that just with this knowledge that you have here, you can create your own character design. Right, just using this formula. |
| 8 |  | So if you've not drawn, let's say if you've had difficulty drawing the human head and trying to come up with the own character design, |

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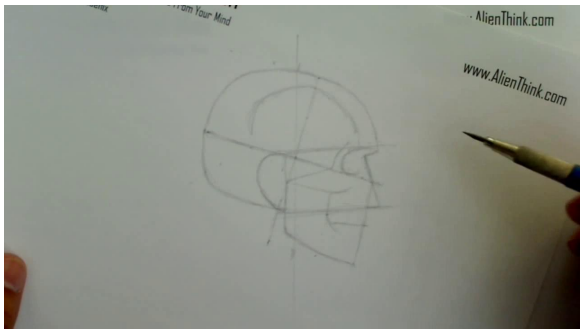
|---|---|---|
| 9 |  | struggle with it, you'll see just with this knowledge, you'll be able to create very realistic character design of just the head at this moment. |
| 10 | | Right, so for this, what we're going to do is really just use a much more artistic style of drawing the head out using the same formula method. |
| 11 | | Right, so in this example, we'll just say conceptually that we just need a design in place so we can create the character out of like a realistic head. |
| 12 | | Right, so do that here. I'm just going to draw out a line over here just like this. |

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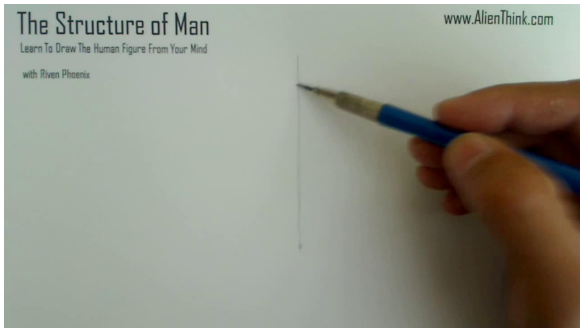
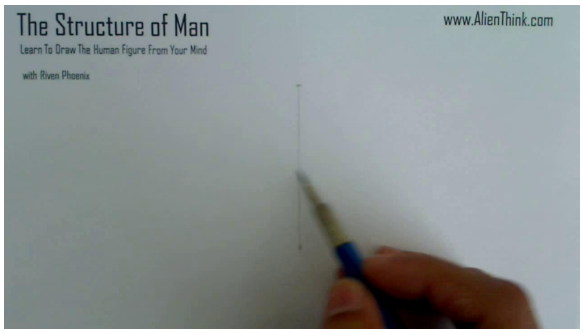
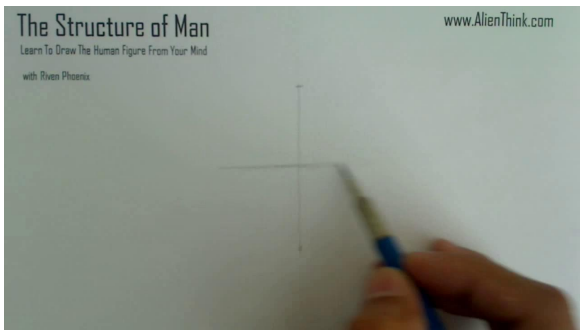
|---|---|---|
| 13 | | If I'm going to cut it over here, I'll just cut it over here actually. |
| 14 |  | I don't want to get too big so it'll take too much time to do it. |
| 15 |  | And then over here, I'm just going to divide this in half and really just divide, make a plus sign like this very simply just like that. |
| 16 |  | Right, just notice when I'm being artistic about the whole thing now. Right, so here I'm just going to make sure that I've measured everything right over here. |

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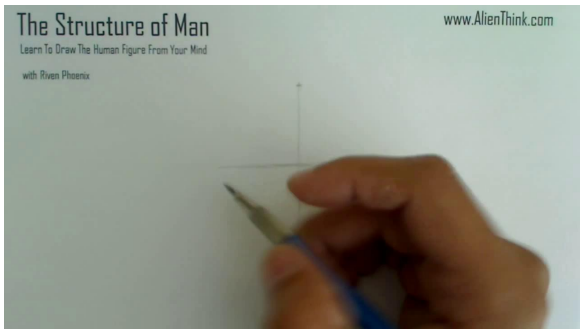
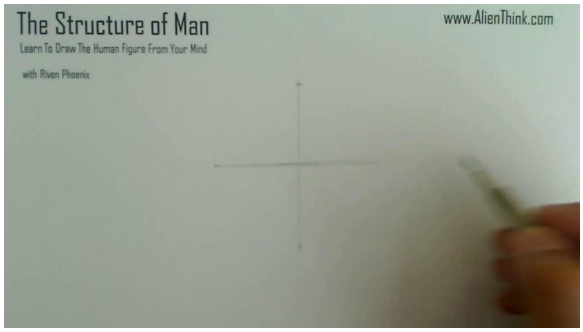
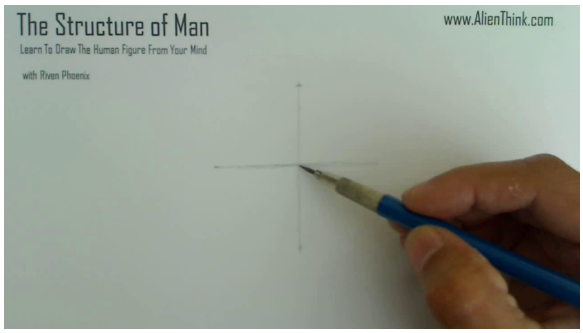
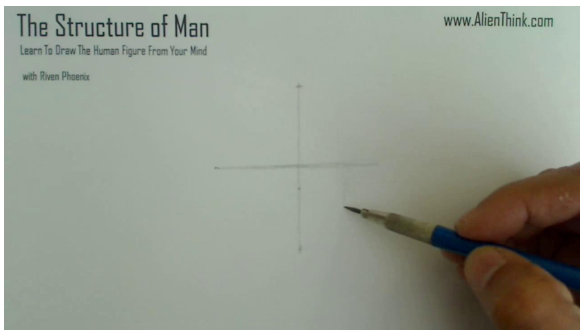
| | | |
|---|---|---|
| 17 |  | And I'm just going to increase it just a little bit over here on both sides. |
| 18 |  | So once I have this, I just need to use the very basic simple sentences that we created for the formulas to create the skull. |
| 19 |  | So from here to here, when I divide this in half, go up. I know this is where the jaw is going to be from here to here. |
| 20 |  | When I divide this line in half, we're just going to be about here, divide in half, divide in half. |

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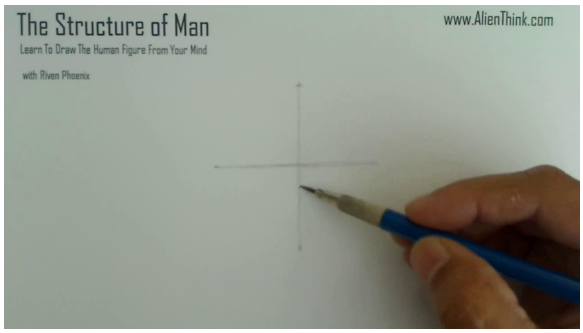
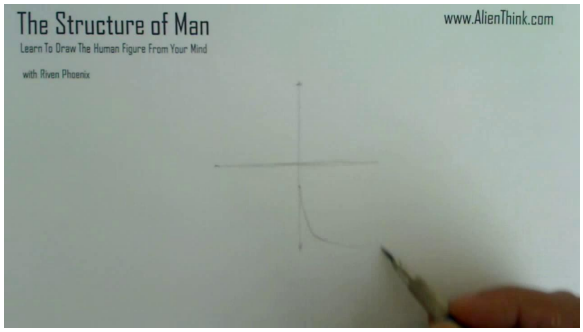
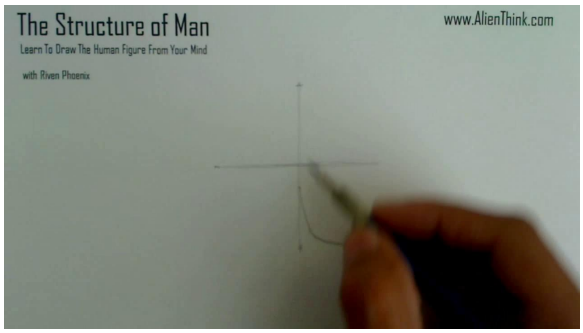
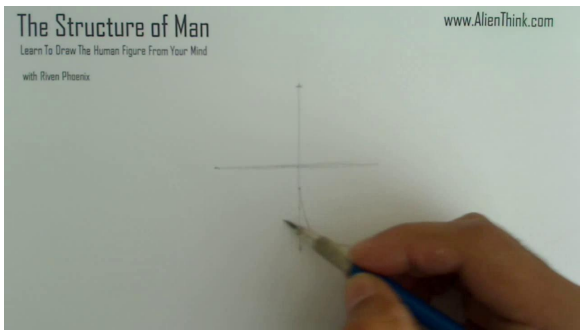
| | | |
|---|---|---|
| 21 |  | I'm just going to basically get the line for the jaw and then I can start to curve in and just stop at this point over here. |
| 22 |  | Where the bottom of this box is supposed to be, just like this. |
| 23 |  | Okay, so from here to here, if I divide this and go down, go up. |
| 24 |  | I know that this is going to be the bottom of the skull and from here, |

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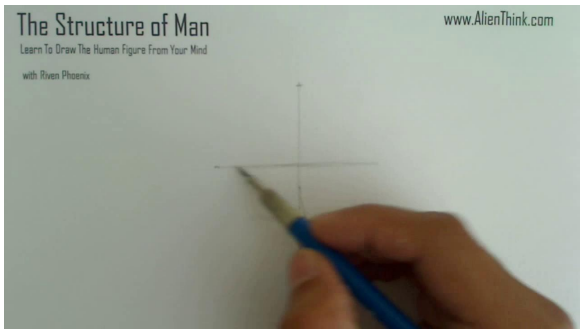
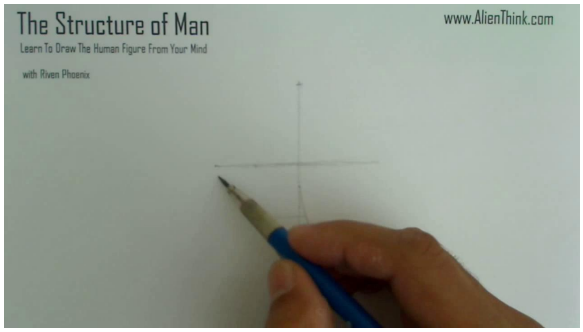
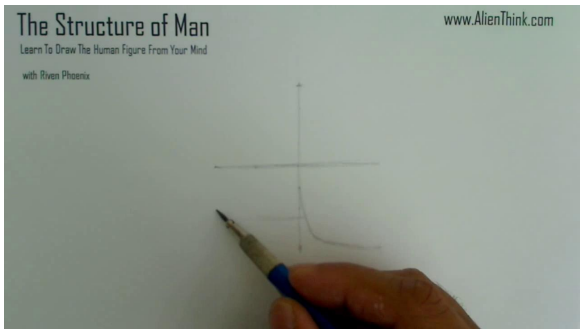
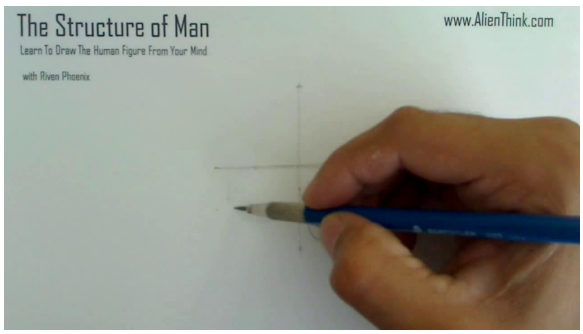
| | | |
|---|---|---|
| 25 |  | I just need to find the center of this over here at this point here. |
| 26 |  | And then from here to here, really just understanding where the center is. |
| 27 |  | Over here is going to be about here over here and then divide in half. |
| 28 |  | And basically I know that this is where the angle is going to start to turn over here. |

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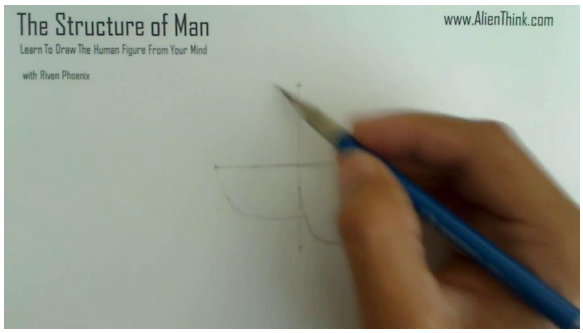
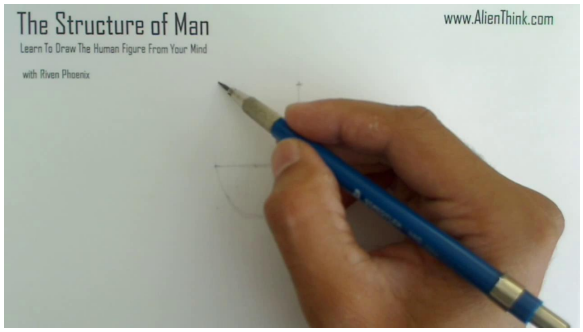
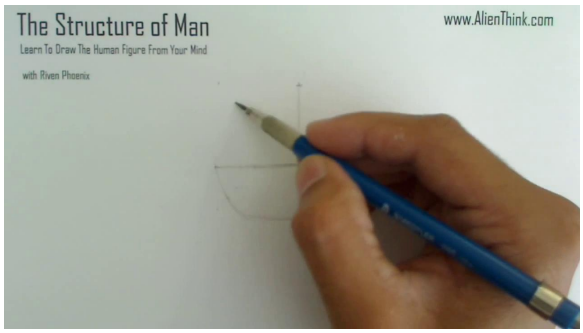
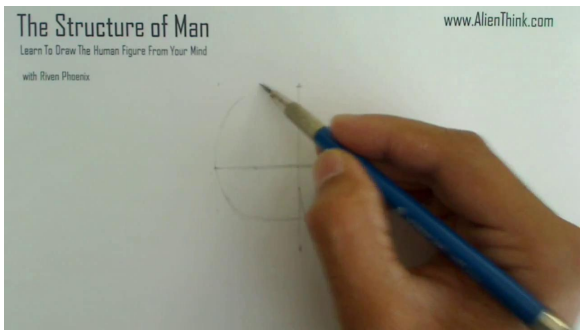
|---|---|---|
| 29 |  | The top is very easy as long as you know this point over here. |
| 30 |  | Right, you just need to find the center and come back. |
| 31 |  | And then you've got the back of this and then coming all the way from the top is very easy from here to here. |
| 32 |  | If you divide over here and you know that it's going to touch here, it's going to flat line over here. |

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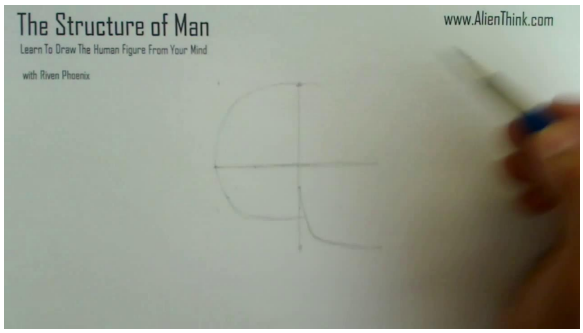
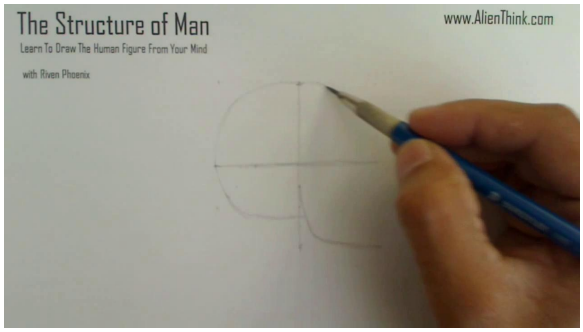
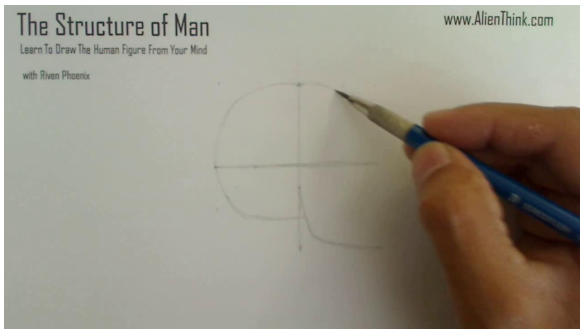
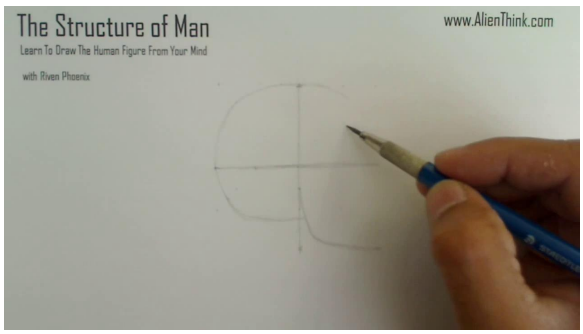
|---|---|---|
| 33 |  | And then from here, we know that this is the box, the corner of it over here here. |
| 34 |  | It's going to start to curve and then from here, find the center of this whole box here, up, up. |
| 35 |  | We know it's going to start to curve here. |
| 36 |  | From here to here, we know it's just the center of this and it's just going to come down like this over here. |

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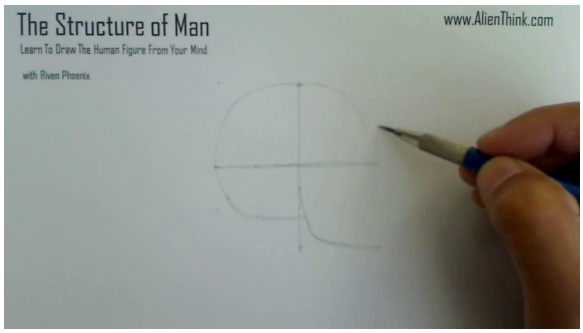
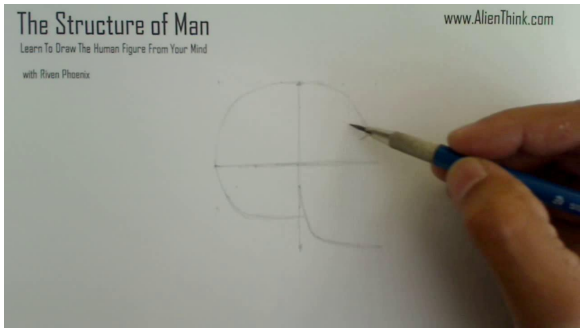
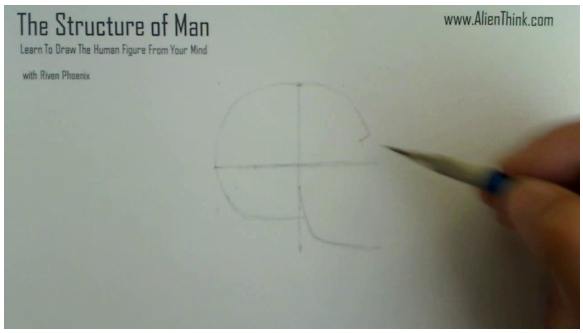
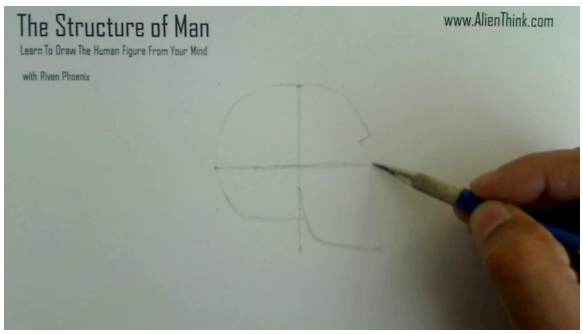
|---|---|---|
| 37 |  | And from here to here, we can just start to curve like this, following these lines here. |
| 38 |  | And then from this guy to here, we know that it's going to stop here. |
| 39 |  | So we know from here to here, we just divide in half, divide again. |
| 40 |  | And we know that this is going to stop here and that's basically it. |

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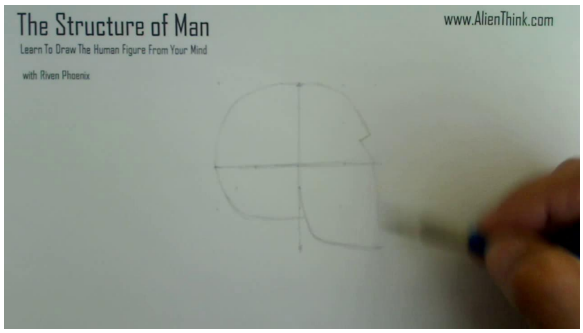
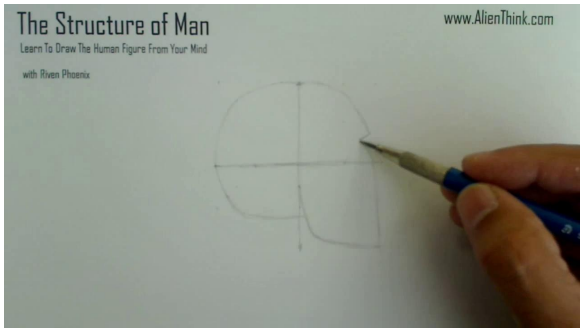
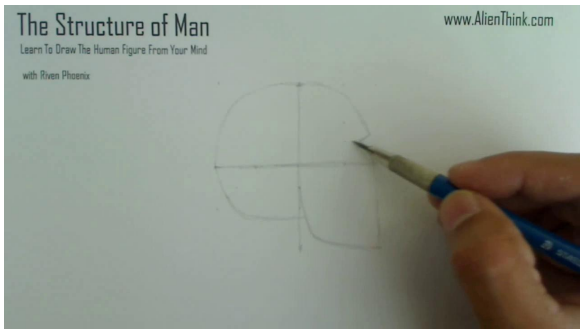
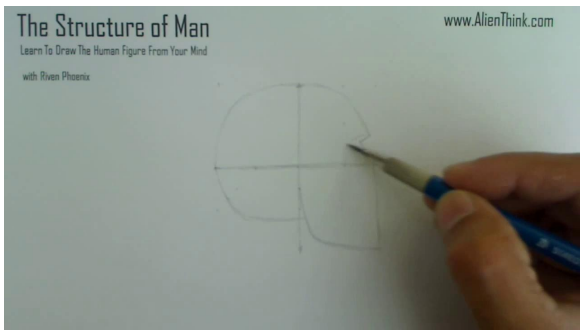
|---|---|---|
| 41 |  | I get my very realistic skull over here. |
| 42 |  | And I know for the eye socket is that once I have this center this by divide over here and half, |
| 43 |  | I know that from here, it's just going to go like this. |
| 44 |  | I'm going to get the eye socket over here. |

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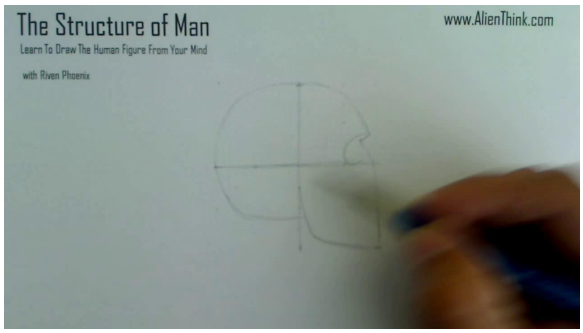
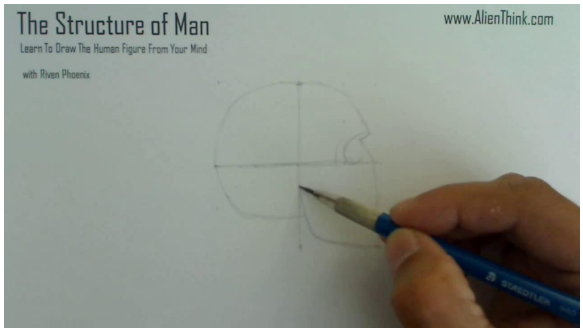
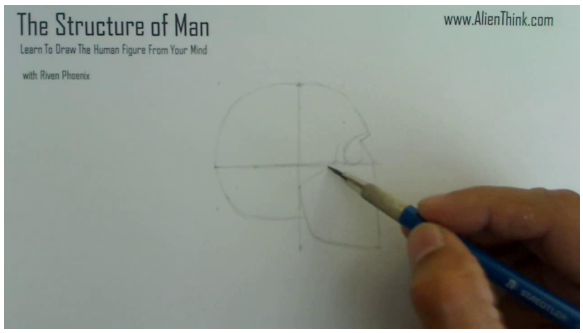
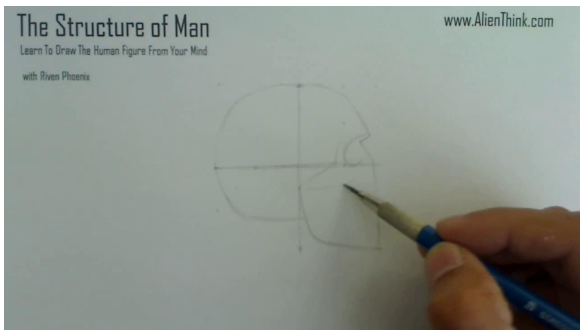
| 45 |  | From here, so basically I just need this bone structure here. |
| 46 |  | From here, I just need to connect this, get the top of the cheek. |
| 47 |  | And from here to here, if I go here, I'm going to get the bottom of the cheek and just curve it up. |
| 48 |  | Just a little bit like this. |

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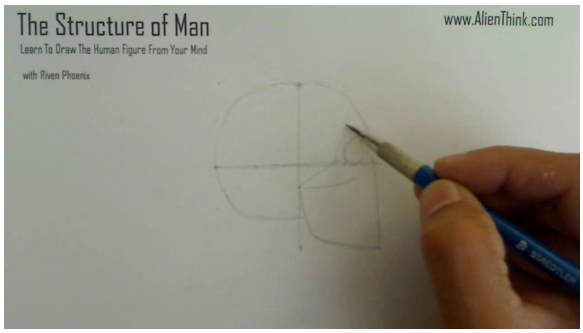
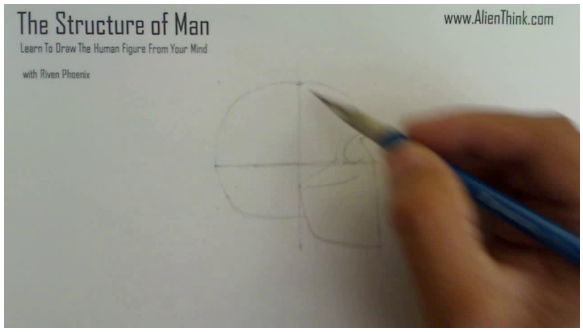
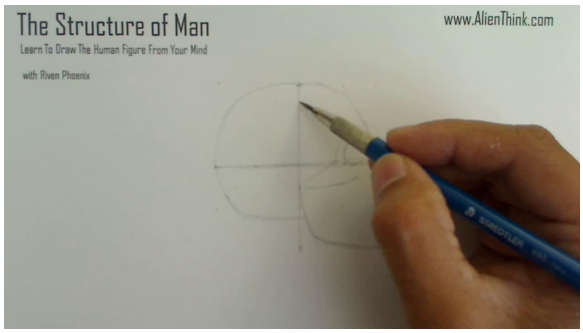
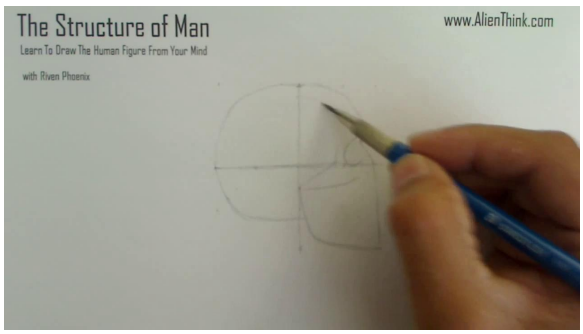
|---|---|---|
| 49 |  | And this line over here for the skull is very easy. |
| 50 |  | From here to here, we know, divide in half. |
| 51 |  | Then we go up, up a little more. |
| 52 |  | Basically, just go like this. |

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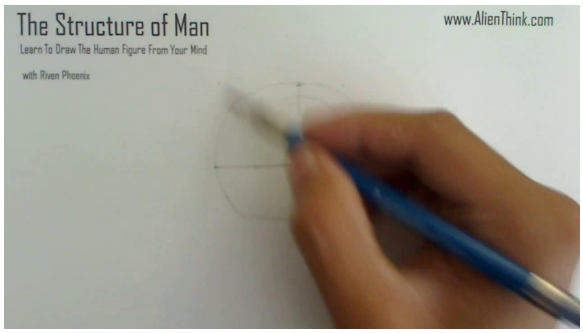
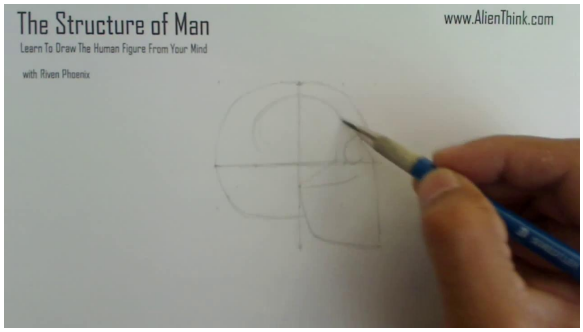
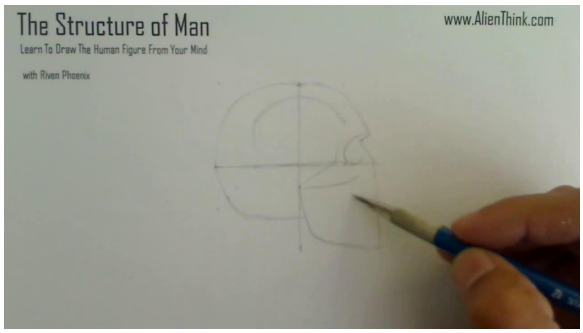
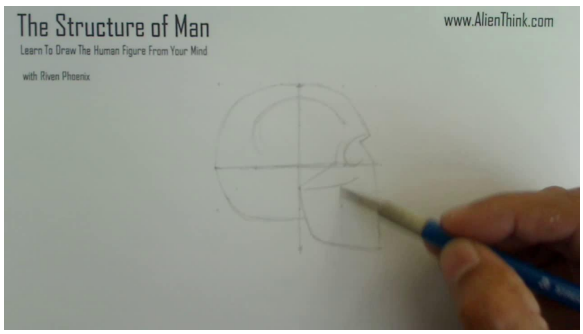
| | | |
|---|---|---|
| 53 |  | And the center of this is where this guy is just going to come like this. |
| 54 |  | We get the skull design over here. |
| 55 |  | And the jaw line is basically where this point is of defining the center of this box. |
| 56 |  | It's really just this line, curving this way. |

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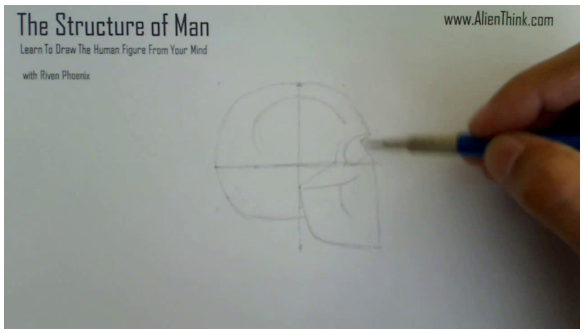
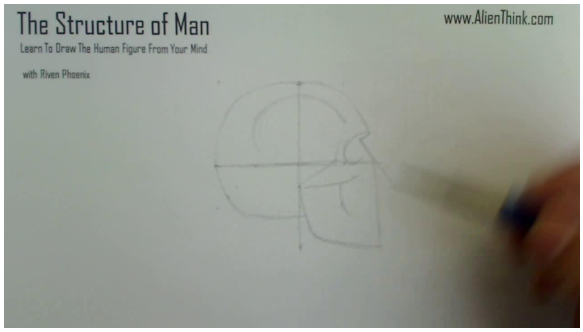
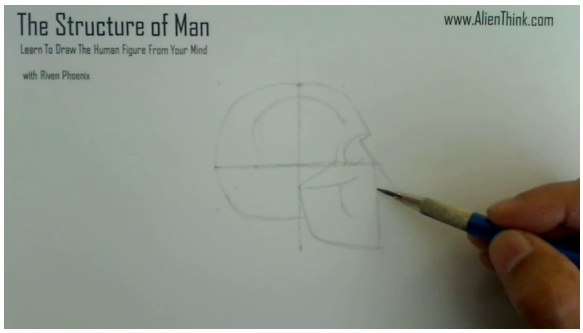
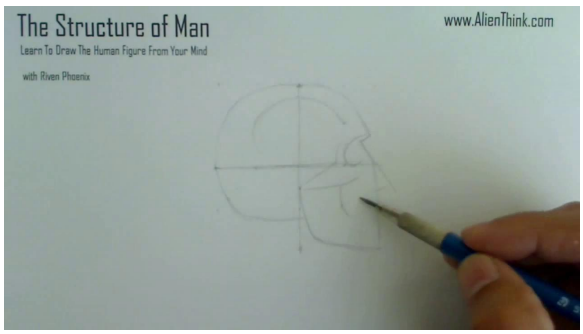
| | | |
|---|---|---|
| 57 |  | And for the nose, it's just coming in this direction. |
| 58 |  | Knowing from here, that if I divide this in half, go up. |
| 59 |  | This is, and from this point, to this point, really, |
| 60 |  | this is where the line for the nose is supposed to be. |

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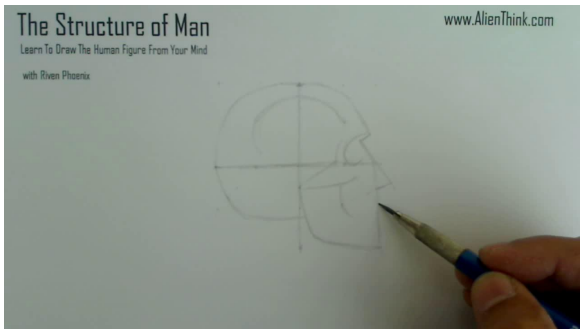
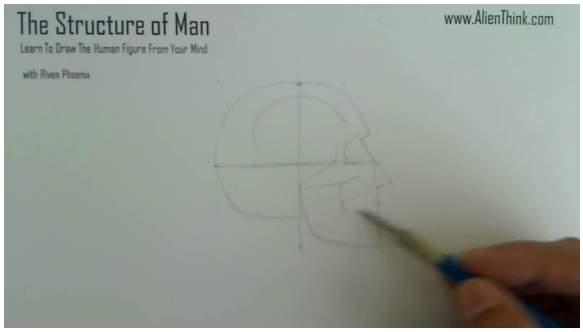
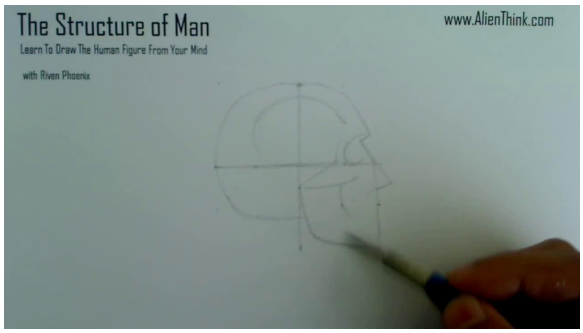
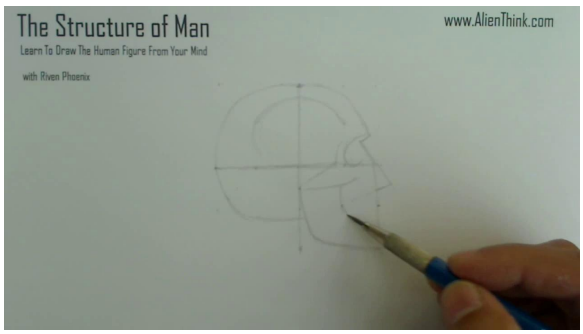
| | | |
|---|---|---|
| 61 |  | This is, again, as soon as you have divided, you know that this is where the mouth is supposed to be. |
| 62 |  | It's going to be on this angle. |
| 63 |  | So from here, if I take this, the bottom of this, this, this, dividing half, go up. |
| 64 |  | I know that this is just basically the line for the mouth. |

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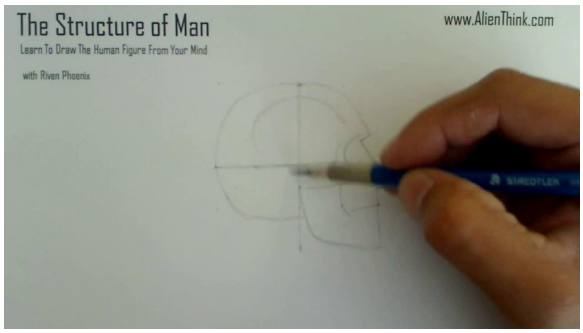
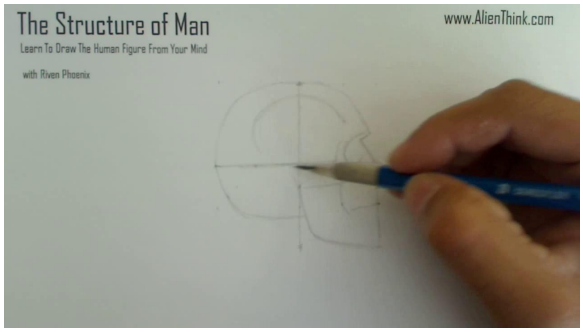
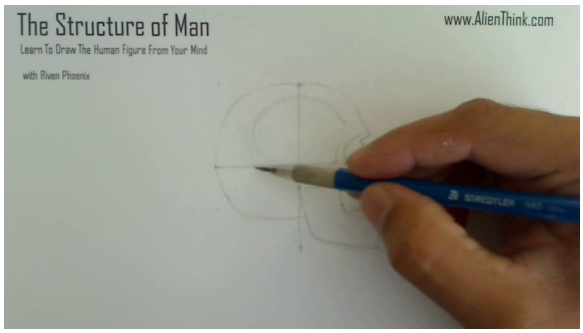
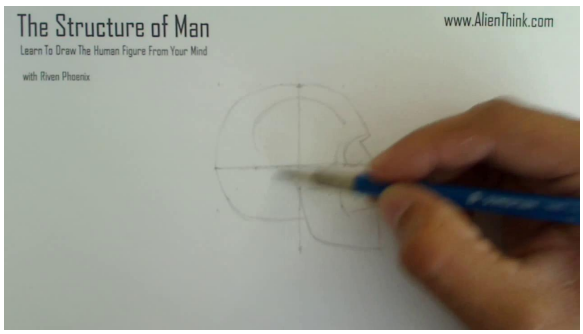
| | | |
|---|---|---|
| 65 |  | And the ear is obviously very simple. |
| 66 |  | We know that we just pulled the line. |
| 67 |  | And as long as we knew from here to here, the center over here, |
| 68 |  | we're just going to pull it like this, come back in, and we've got our skull. |

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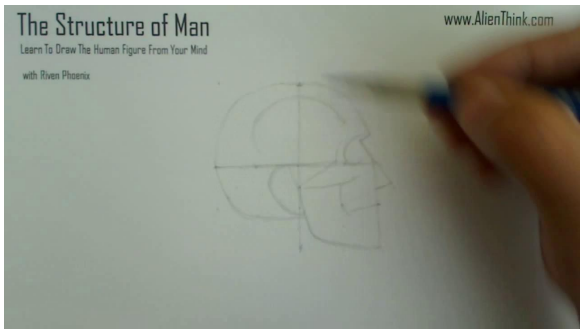
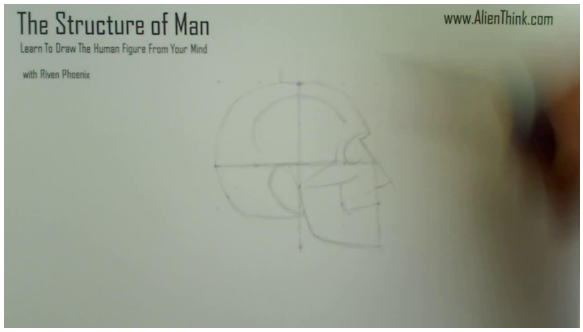
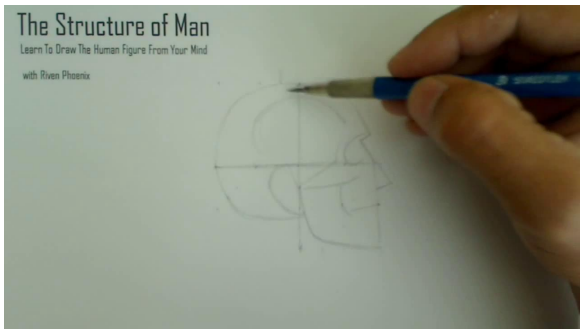
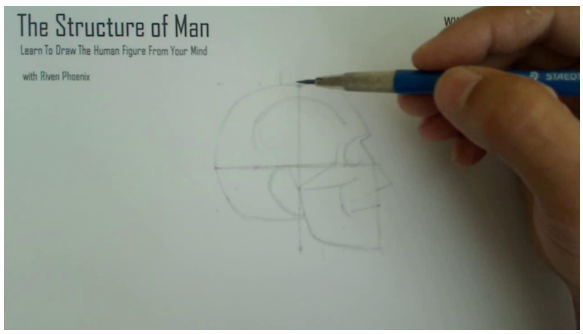
| | | |
|---|---|---|
| 69 |  | Right? So from here to here, here, is the axis. |
| 70 |  | From here to here, to here, is the axis. |
| 71 |  | So it's really going to be standing on that axis. |
| 72 |  | So let me actually, I like to use a paper here for this. |

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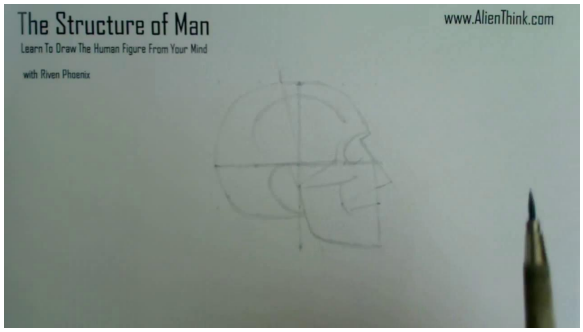
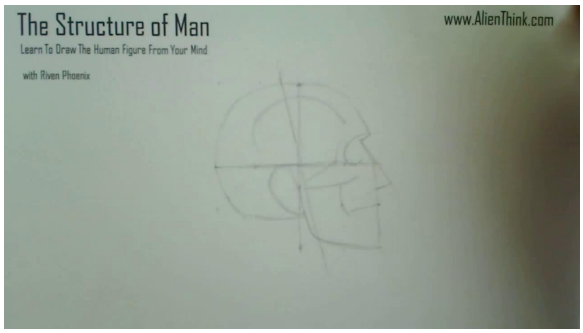
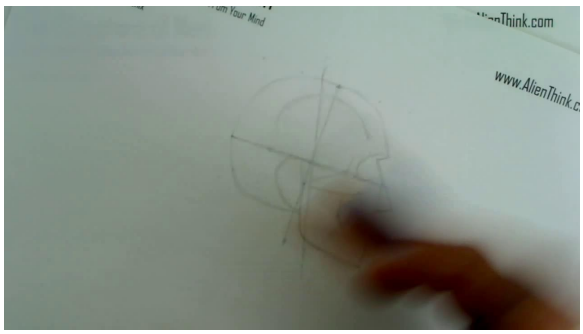
| | | |
|---|---|---|
| 73 | | It's easy to draw straight lines, but when they're on it, |
| 74 |  | I like to use that paper so I can draw these lines on an angle over here. |
| 75 |  | Right? So this is really just the axis, all of this. |
| 76 |  | Okay. So you can see we were quickly able to do this. |

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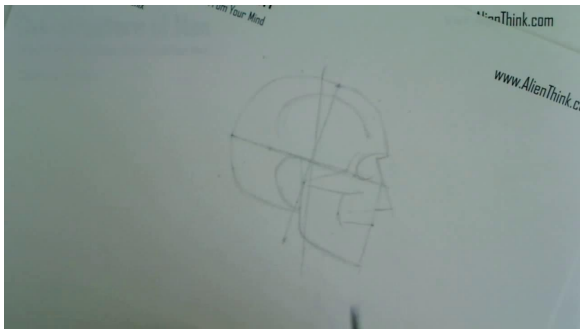
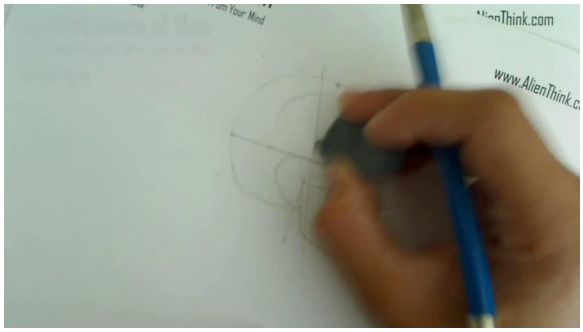
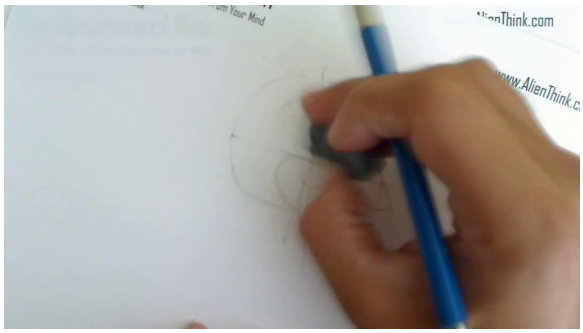
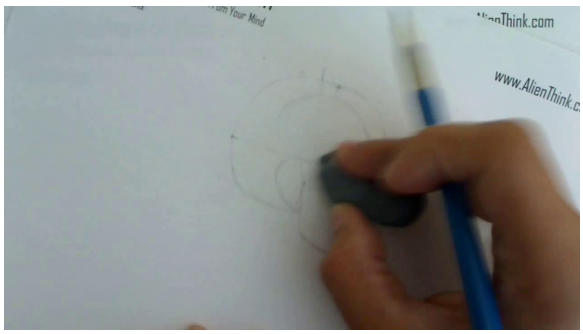
|---|---|---|
| 77 |  | Now we can just erase this stuff here. |
| 78 |  | Really even just erase this axis line here. |
| 79 |  | Right? So erase some of this stuff and look at how the skull is going to be over here. |
| 80 |  | And really just now be creative about this and create like a character design for it. |

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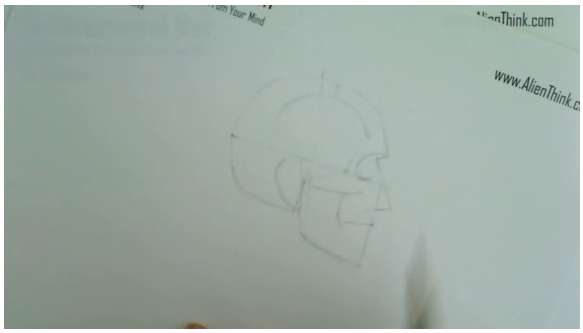
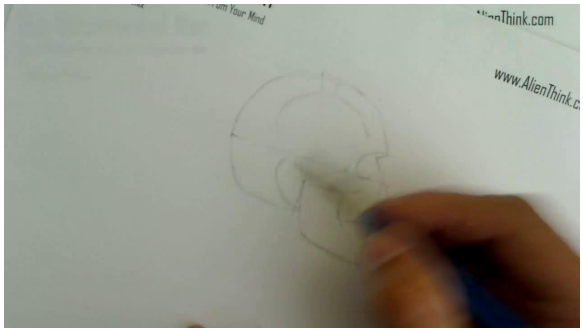
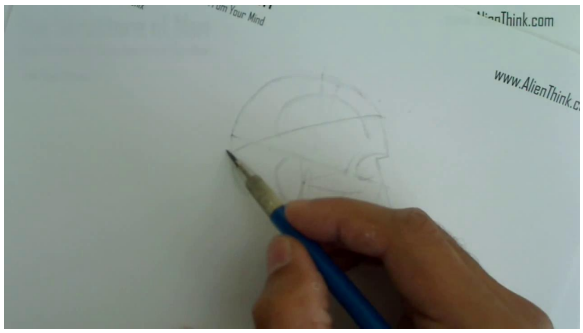
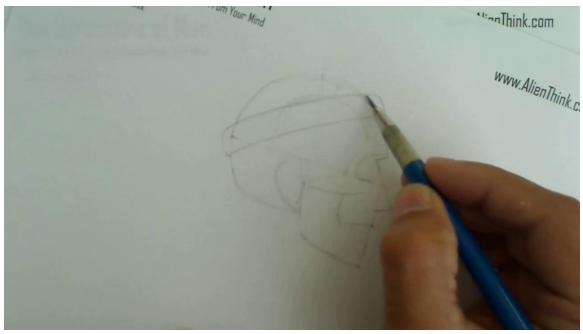
| | | |
|---|---|---|
| 81 |  | Right? So like a character design would be, you can put hair on it, whatever you want. |
| 82 |  | So here I'm just going to make like, let's say a sci-fi design over here. |
| 83 |  | So let's say that this guy here is going to have like this band over here on his hand. |
| 84 |  | I'm going to be just doing a conceptual idea here. |

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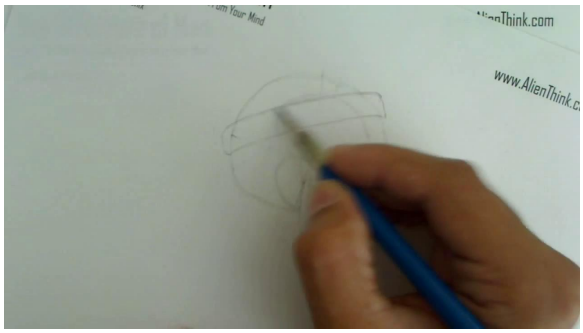
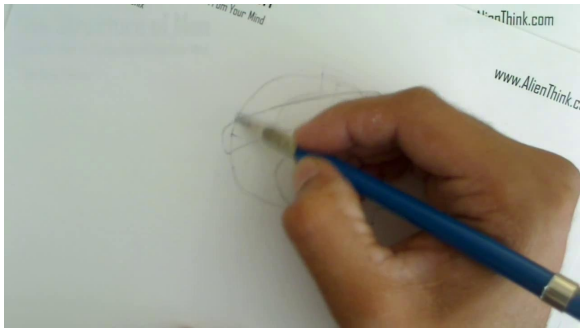
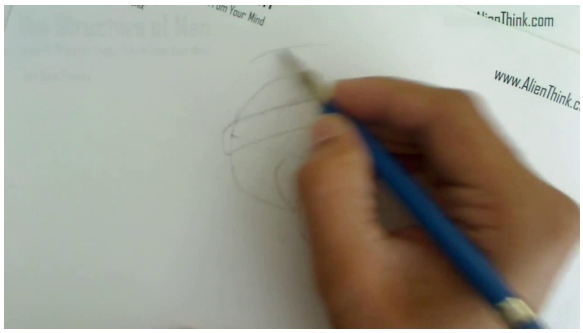
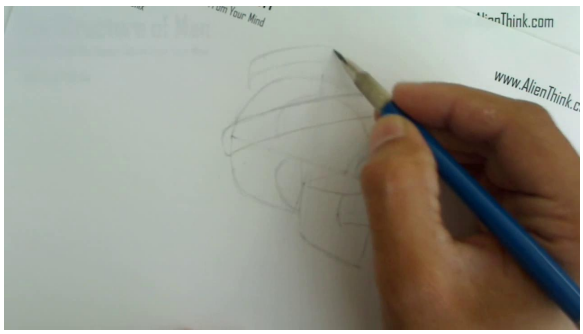
|---|---|---|
| 85 |  | Right? Nothing realistic or anything. |
| 86 |  | And then over here, let's say on the top of his head, |
| 87 |  | he's going to have like this thing over here. |
| 88 |  | That's going to go like this. |

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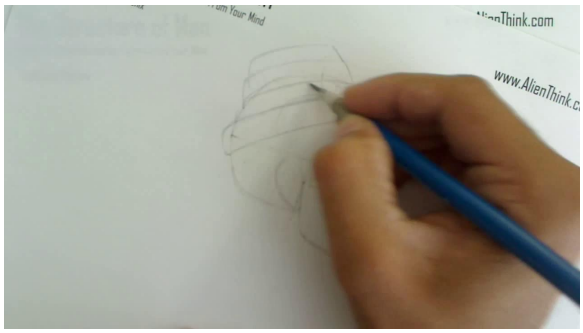
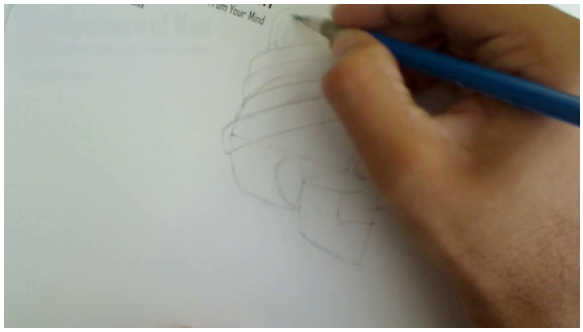
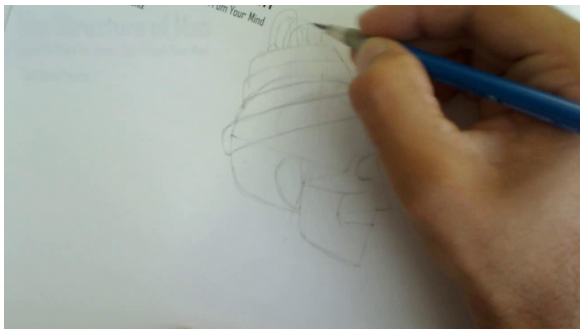
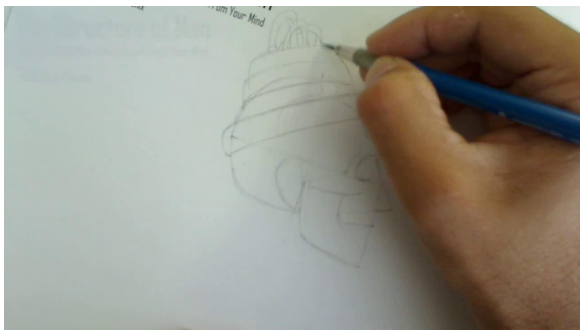
|---|---|---|
| 89 |  | And then over here we can just put down, |
| 90 |  | but these ideas here for, let's say he has some electronic stuff on the top of his head, |
| 91 |  | going in all these different directions in here. |
| 92 |  | Right? So of course the more you work on it, the more realistic you can get these things to look like. |

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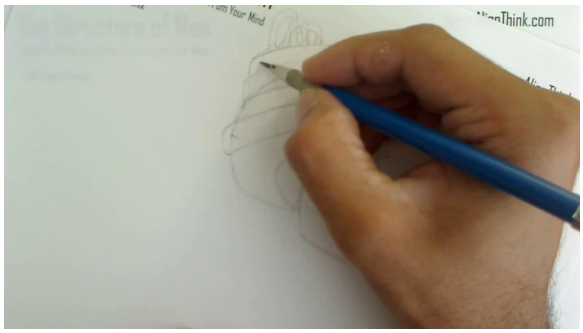
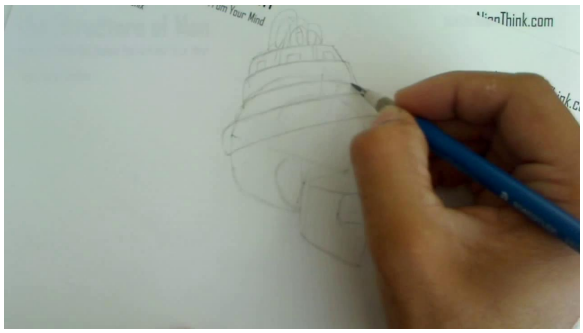
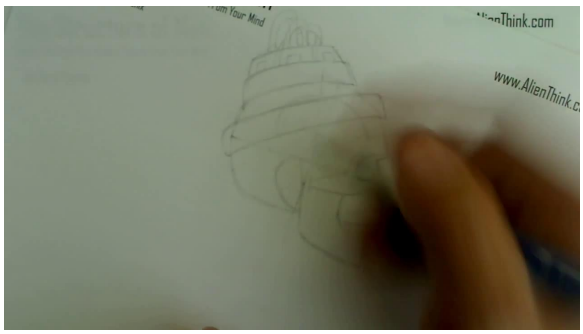
| | | |
|---|---|---|
| 93 |  | So here I'm just going to put some designs here. |
| 94 | | Let's say it's some kind of a technology thing that he has over here. |
| 95 |  | Just like this in here, I can just even start to erase some of this stuff over here. |
| 96 |  | Right? So let's say that he's going to have some circular things over here. |

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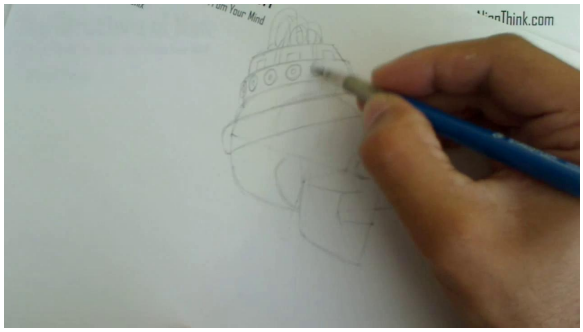
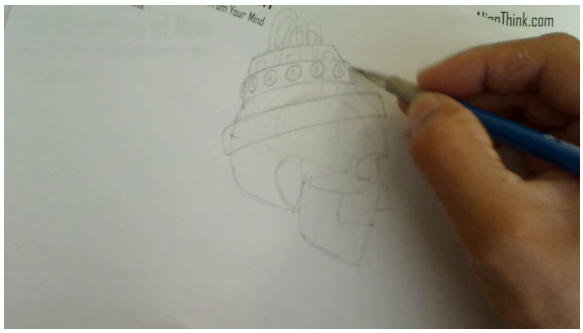
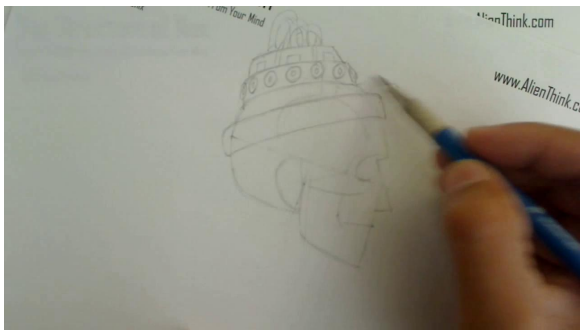
| | | |
|---|---|---|
| 97 | | Just like this. |
| 98 |  | Right? So if you were doing like sequential art referring to like doing comic books and stuff or manga, |
| 99 |  | you can see how easy it is to use this knowledge. |
| 100 |  | So maybe let's say we can even put like some hair over here, given some hair going in this direction. |

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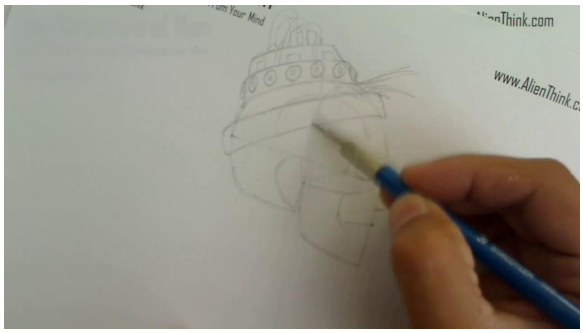
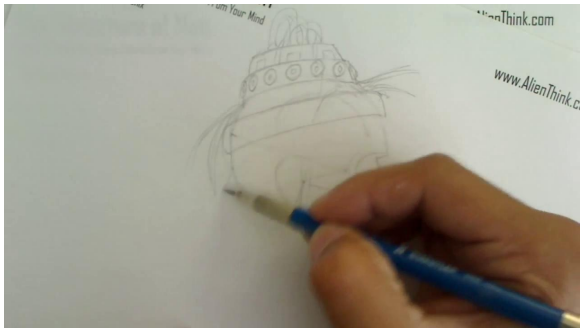
|---|---|---|
| 101 |  | It's just coming out a little bit. |
| 102 |  | Right? So this is nothing more than just a conceptual idea here. |
| 103 | | Right? So for his ear here, now we don't want to get too much in here. |
| 104 | | Like if you haven't drawn the eyes, we don't have to worry about that. |

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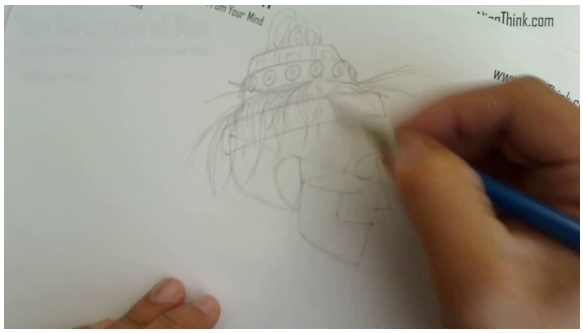
|---|---|---|
| 105 |  | You can actually, let's say for the eyes, we'll put like this device here. |
| 106 | | Right? When we get to the eyes, we'll look at all that information later right now. |
| 107 | | Let's not frustrate the mind at all. |
| 108 | | I'm just going to put this here. He's going to have, he's like wearing something here. |

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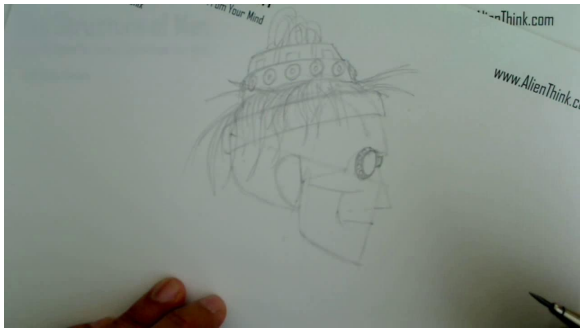
| | | |
|---|---|---|
| 109 | | Right? So my suggestion is, since you already know how to draw the skull, |
| 110 |  | you understand the concept of it, you can do all types of designs here, |
| 111 | | all types of character designs here that you want. |
| 112 | | Something like this over here. |

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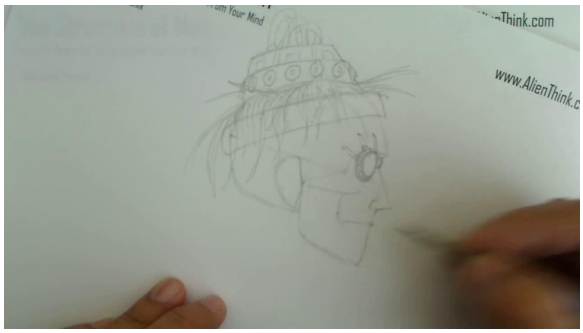
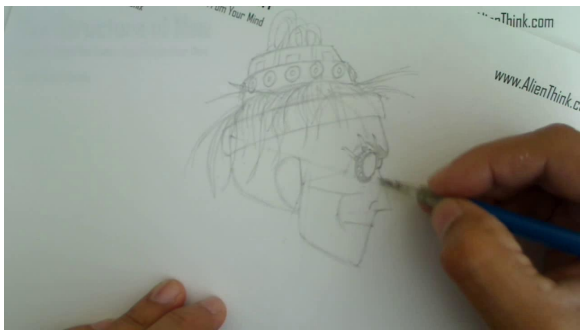
|---|---|---|
| 113 |  | We can do the nose like that. |
| 114 | | His eyebrows. |
| 115 | | Right? And you don't even have to follow all these lines that we did. |
| 116 |  | You can just start to put, right? Just take that lesson from Michelangelo surface anatomy, |

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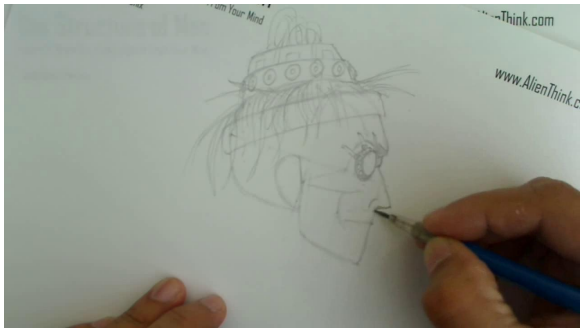
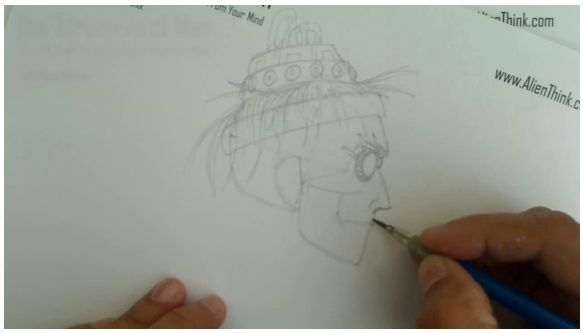
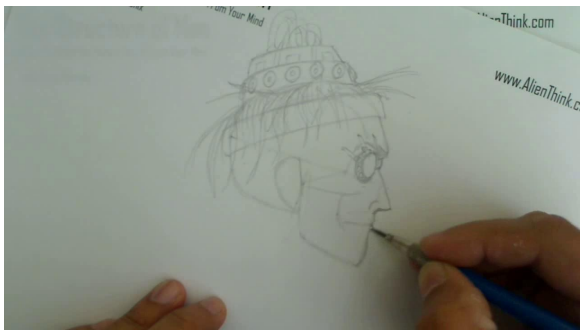
| | | |
|---|---|---|
| 117 | | all these little angles that you should be aware of. |
| 118 |  | Right? Just put your angles down how they should be. |
| 119 |  | So here I'm just going to simplify this right now. |
| 120 |  | I don't want to get into any details here of frustrating the mind here. |

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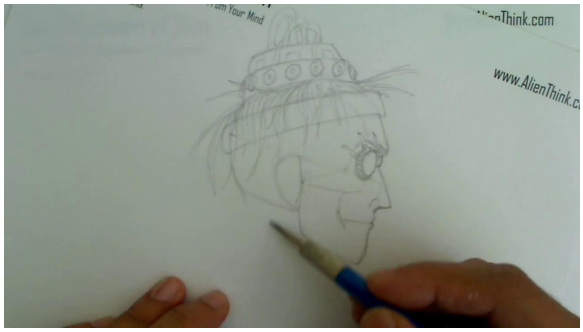
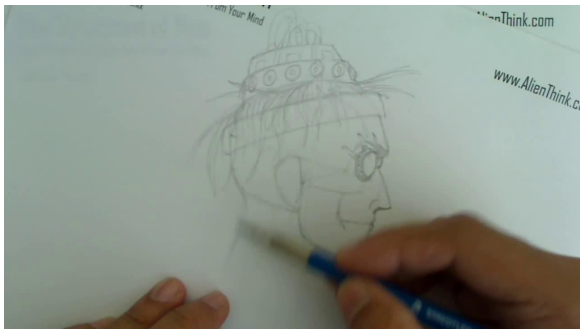
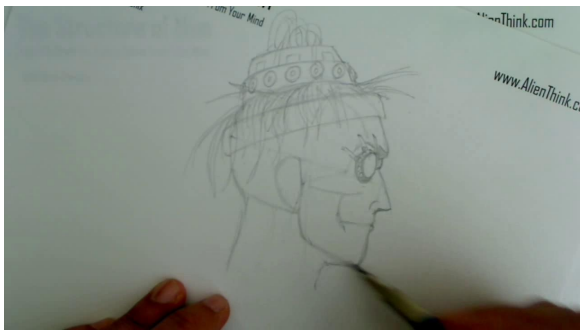
| | | |
|---|---|---|
| 121 | | Right? So here, remember that when it's like this, right? |
| 122 |  | The neck is going to be on an angle. |
| 123 |  | Obviously it's going to go in this direction, right? Then you'll get your atoms apple over here. |
| 124 |  | Right? It's going to be on an angle. Right? |

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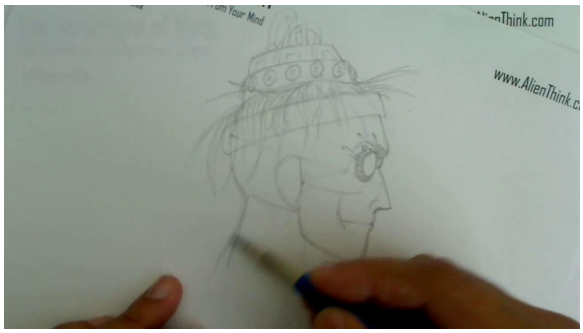
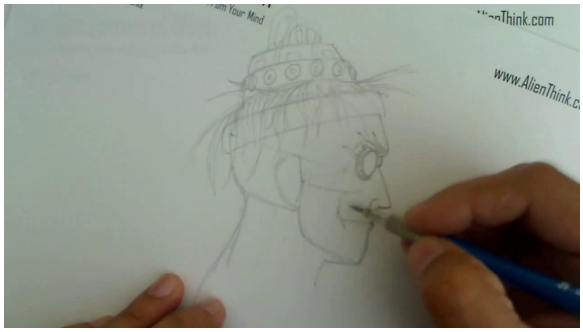
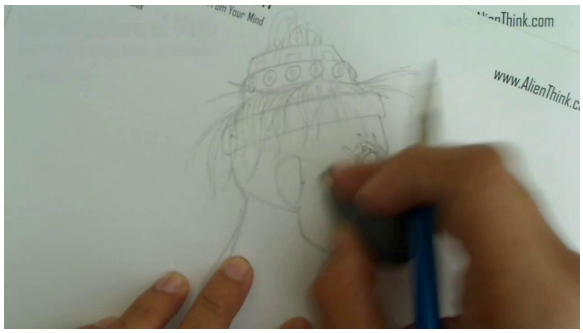
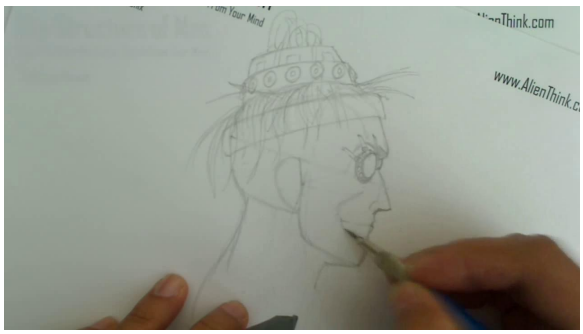
|---|---|---|
| 125 |  | The neck is always on an angle. It goes like this. |
| 126 |  | Okay, so here we can just erase some of these lines here. |
| 127 |  | Start to and put like the line here or something. |
| 128 |  | Right? Start to make it much more realistic looking here. |

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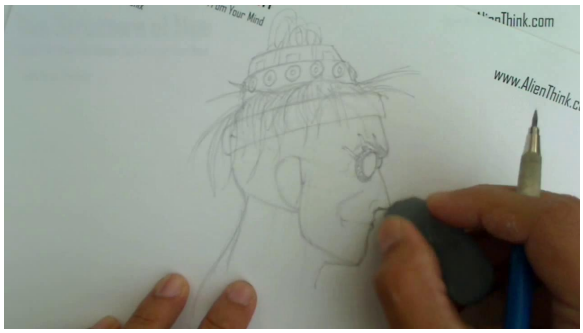
| | | |
|---|---|---|
| 129 |  | And for the nose, we can work on the nose just a little bit. |
| 130 | | Change the nose around. Right? |
| 131 | | So for the years, I'm just going to put... |
| 132 | | For now, I'm just going to do like some kind of electronic thing over here. |

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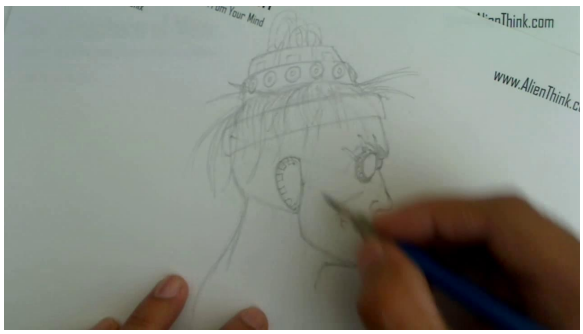
|---|---|---|
| 133 | | But just be creative with it. |
| 134 | | Stuff that you don't understand right now like the eyes or the nose. |
| 135 | | But nose you should be able to do like here. |
| 136 |  | You can just cover it up with some kind of technology piece. |

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|---|---|---|
| 137 | | It doesn't really matter right now at this stage. |
| 138 | | Right? So you're just showing here. |
| 139 | | Let's put like a band over here, actually given like two bands over here. |
| 140 | | That is wearing like this. |

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| | | |
|---|---|---|
| 141 | | Then over here, we can just give it some hair going in this direction. |
| 142 | | Right? We can put out some hair over here, something like this. |
| 143 | | You can see how easy it is to just sketch out your ideas. |
| 144 | | Now. Right? So for the back, I'm just going to give some hair over here. |

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| | | |
|---|---|---|
| 145 | | Right? |
| 146 | | 13. I really don't want to spend too much time on it. |
| 147 | | I think you get the point of what I'm showing you. |
| 148 | | Why? |

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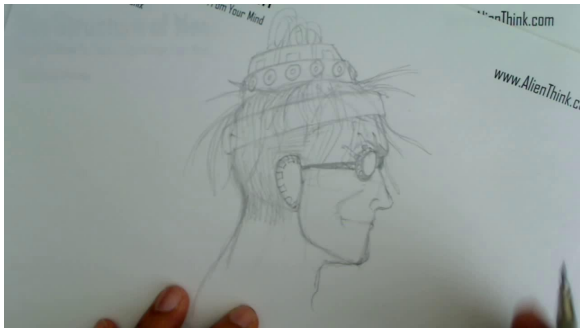
| | | |
|---|---|---|
| 149 | | How making your mind go through a training process. |
| 150 |  | It will rapidly increases your ability to draw. |
| 151 | | Right? So over here, let's actually do like a technology thing here. |
| 152 | | It's got all this. |

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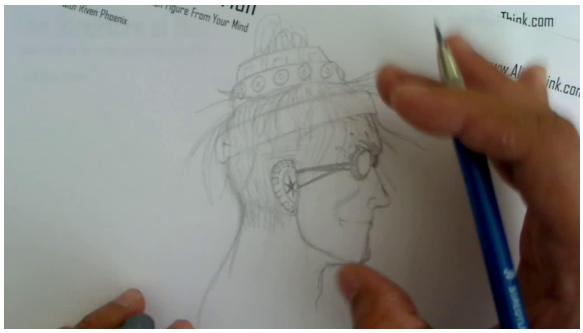
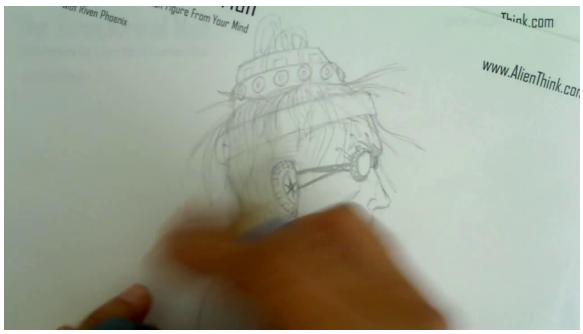
| | | |
|---|---|---|
| 153 | | And then over here. |
| 154 | | Right? It's just a very simple concept ideas. |
| 155 |  | I'm back in and even make him even more realistic. |
| 156 |  | Right? And to do that, we would be like, if I've got the hair, I'm just going to erase some of this stuff. |

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| | | |
|---|---|---|
| 157 | | And then really just coming here and just really now start to define my ideas. |
| 158 | | And this is how like professional artwork is created because you go through your drawing processes. |
| 159 | | Right? You lay your ideas down and build them up slowly. |
| 160 | | And this is the point of the eraser. |

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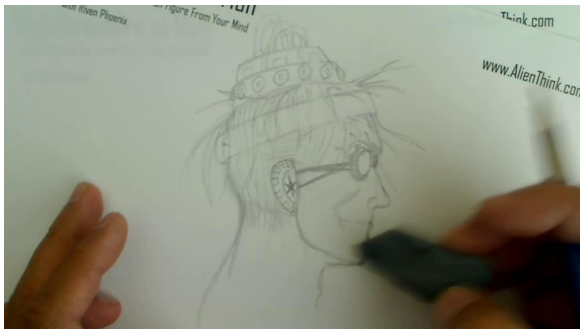
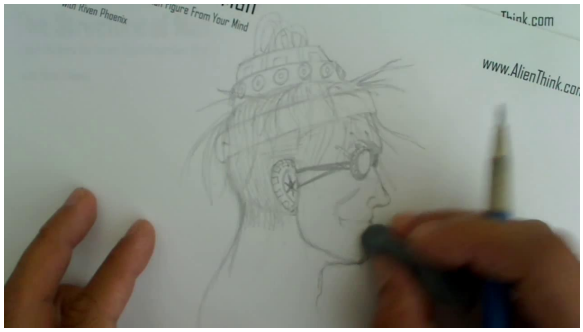
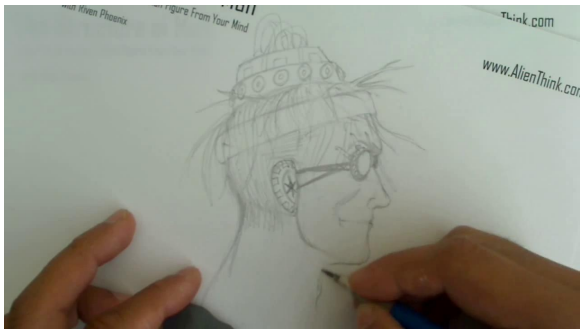
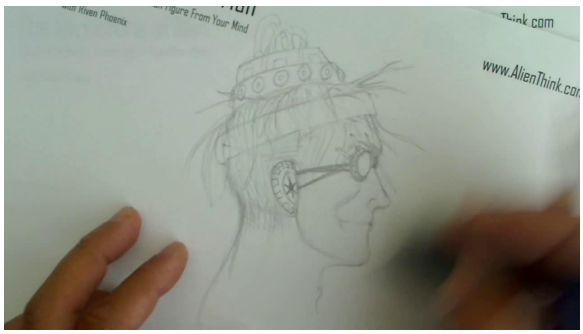
| | | |
|---|---|---|
| 161 |  | It's not really used to erase mistakes. |
| 162 |  | It's really to get your drawing to go through phases of a drawing process. |
| 163 |  | Right? So if you are using like you're seeing here using the eraser and adjusting the drawing, it's not because I'm trigger happy with the eraser. |
| 164 |  | It's because it's understanding how to use it. |

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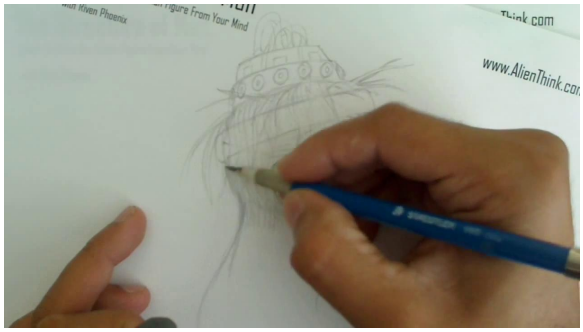
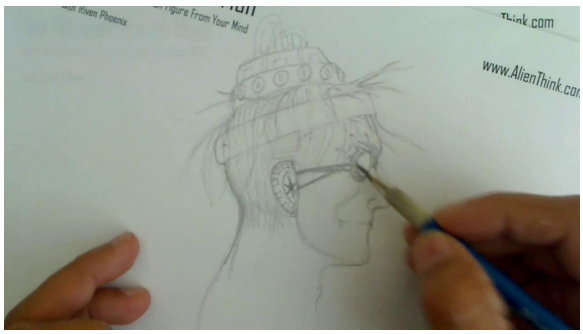
|---|---|---|
| 165 | | Adjusting your ideas, thinking more about it. |
| 166 |  | What is it that you really want to do? |
| 167 | | Right? Your ideas will keep changing. |
| 168 |  | Maybe we don't want this. Maybe we'll erase it and put another piece of information here. |

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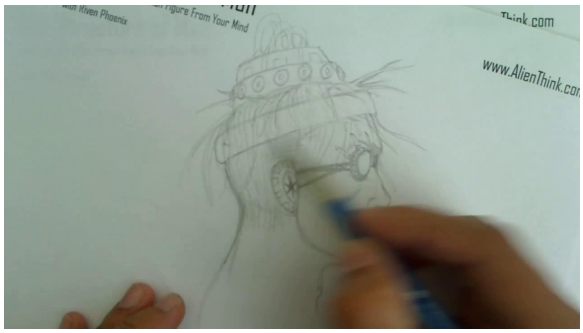
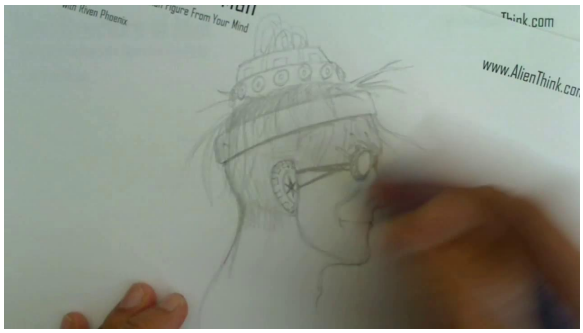
| | | |
|---|---|---|
| 169 |  | Okay. So here I'm just going to wrap this up. |
| 170 | | I mean, I can spend all day on this and make it even more realistic as I want. |
| 171 |  | Right? So here I can actually put like a stripe here. |
| 172 | | I want them in this way. |

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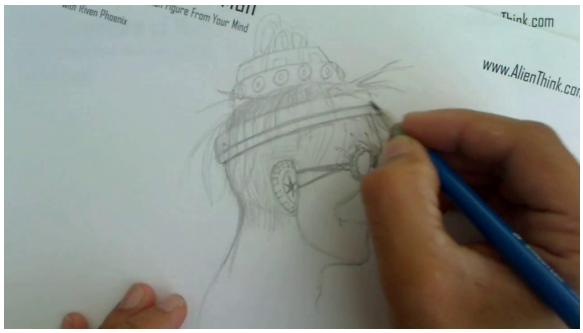
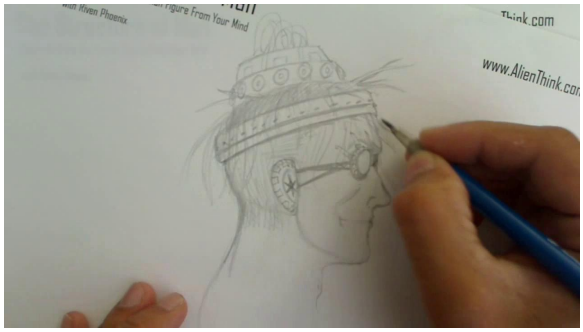
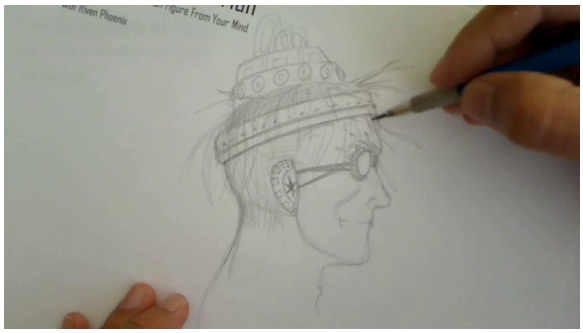
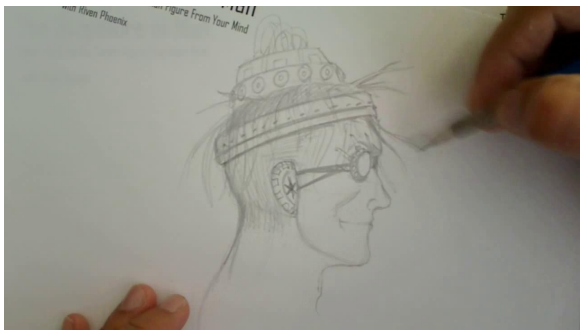
| | | |
|---|---|---|
| 173 |  | I'm going to put like these circles here. |
| 174 |  | Just like this. |
| 175 |  | Right? So here we can now start coloring some stuff here. |
| 176 |  | Just get the cons set down of the figure. |

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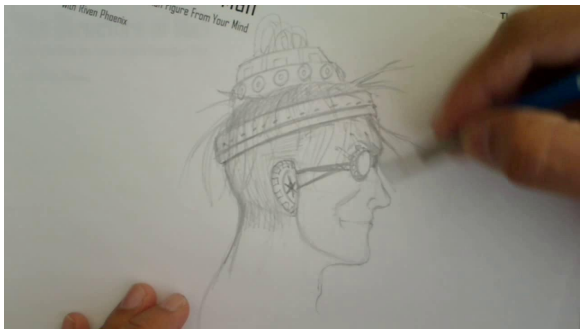
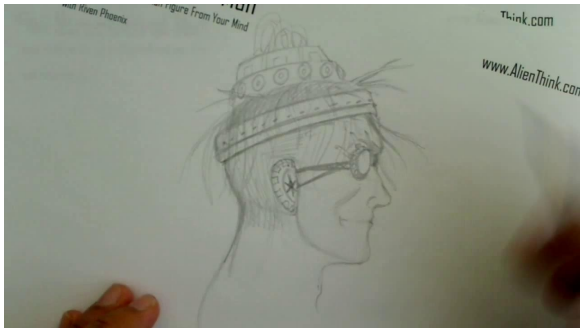
| | | |
|---|---|---|
| 177 |  | How do we want to do this? |
| 178 |  | Right? So think of me at my point here. |
| 179 | | So I'll see you in the next lesson. Thanks. |

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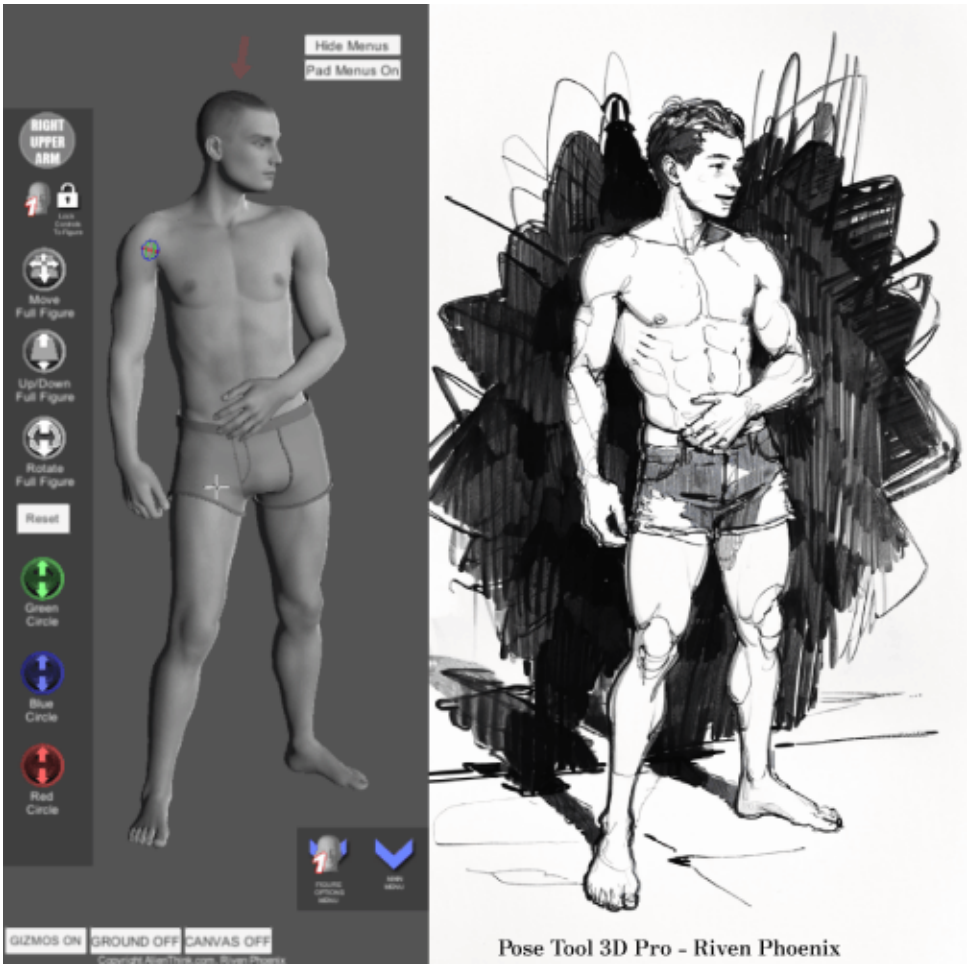


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